

ABSTRACT

Each of game data storage parts (40), in which, while a replication of game data is created, and an item can be used on the basis of different game data, it is possible to prevent the item from increasing by the replication, stores original item data relating to an original item and replica item data relating to a replica item. Besides, a replication part (54) stores game data into a replication target on the basis of game data stored in a replication source so that a sum of the number of original items relating to the original item data stored in the game data storage part (40) of the replication source and the number of replica items relating to the replica item data stored in the game data storage part (40) becomes the number of replica items relating to the replica item data stored in the game data storage part (40) of the replication target. At this time, link data to correlate the replication target with the replication source is also stored.